

VIEW DEPENDENT TILED TEXTURES

5

Abstract of the Invention

An array of view-dependent sprited tiles provide different views of an image texture (e.g., structure, color, shading, illumination, transparency, as well as other image attributes). The different views of the image texture correspond to different viewing angles at which a user would see the tiles when they are applied to an image geometry. In one implementation, the view dependent sprited tiles are two-dimensional projections of three-dimensional structures. The projections maintain the dimensions (including shape) of the front surfaces of three-dimensional structures at different viewing angles. A projection that meets these characteristics is the oblique parallel projection.

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